Diplomacy online

www.playdiplomacy.com

Designed for HS and College students

Covers international relations/ social studies

The purpose of the game is to help students understand, in simple terms, how international diplomacy functions. It also has elements of game theory, dependency theory and realpolitik.

The rules, goals and objectives are every simplified set of rules for international diplomacy. It show the issues with unilateral vs multilateral action, entering into and breaking diplomatic agreements and first mover advantages.

This is a classic game in introductory international relations classes while the educational elements are not explicitly included in the game. The game play is ripe for reflective analysis and comparison to world events.